

IN THE CLAIMS

No amendments are made in this response, please consider the claims as follows:

1. (Previously Presented) A method for providing a time service in a gaming network including gaming machines, the method comprising:

 sending service information for the time service from the time service to a discovery agent on the gaming network, wherein the time service provides a global time reference for one or more of a plurality of clients on the gaming network, the clients including a plurality of gaming machines, wherein in response to a wager at a gaming machine of the plurality of gaming machines the gaming machine depicts indicia representative of a randomly selected outcome of a wagering game;

 determining by the discovery agent if the time service is authentic and authorized;

 in response to determining that the time service is authentic and authorized, publishing service information to a service repository to make the time service available on the gaming network;

 receiving by the discovery agent a request for the location of the time service from a client of the plurality of clients;

 returning the service information for the time service to the client;

 and

 processing one or more service requests between the client and the time service, said service requests conforming to an internetworking protocol, wherein the requests include a request for the global time reference using the service information.

2. (Original) The method of claim 1, wherein the time service comprises a web service.

3. (Original) The method of claim 2, wherein the service request is formatted according to a service description language.

4. (Original) The method of claim 3, wherein the service description language is a Web Services Description Language (WSDL).

5. (Original) The method of claim 2, wherein the time service is registered in a UDDI registry.
6. (Canceled)
7. (Original) The method of claim 1, wherein the time service is a local service in the gaming network.
- 8-10. (Canceled)
11. (Original) The method of claim 1, wherein the client comprises a gaming machine on the gaming network.
12. (Previously Presented) The method of claim 1, wherein the client comprises a service provider on the gaming network.
13. (Previously Presented) The method of claim 12, further comprising returning a current time to the service provider.
14. (Original) The method of claim 13, further comprising acquiring by the time service a current time from a time server.

15. (Previously Presented) A gaming network system providing a time service, the gaming network system comprising:

- a service provider communicably coupled to the gaming network;

- at least one gaming machine communicably coupled to the gaming network;

- a time service, said time service communicably coupled to the gaming network and operable to provide a global time reference for one or more of a plurality of clients on the gaming network, the clients including the service provider or the at least one gaming machine;

and

- a discovery agent communicably coupled to the gaming network, wherein the discovery agent is operable to:

 - receive service information from the time service,

 - determine if the time service is authentic and authorized for the gaming network,

 - and

 - publish the service information to a service repository to make the time service available on the gaming network;

- wherein a client of the plurality of clients on the gaming network issues a request for the location time service to the discovery agent and uses the service information received from the discovery agent to issue one or more service requests to the time service,

 - said service requests conforming to an internetworking protocol.

16. (Original) The gaming network system of claim 15, wherein the time service comprises a web service.

17. (Original) The gaming network system of claim 16, wherein the service request is formatted according to a service description language.

18. (Original) The gaming network system of claim 17, wherein the service description language is a Web Services Description Language (WSDL).

19. (Original) The gaming network system of claim 16, wherein the time service is registered in a UDDI registry.

20. (Original) The gaming network system of claim 15, wherein the time service is a local service in the gaming network.

21-23. (Canceled)

24. (Previously Presented) The gaming network system of claim 20, wherein the time service is registered in a local environment for the time service.